

Online programs for all ages- March 18th, 2022, Youth Services Virtual Workshop- Maite Lorente

Resources

[How to grow your virtual audience](#)

[How To Introduce a Library Virtual Program](#)

[How to Close a Library Virtual Program](#)

[Book Club Going Virtual? Consider These 3 Things,](#)

by Ruth Monnier, Learning Outreach Librarian, Leonard H. Axe Library, Pittsburg State University, Kansas

[Virtual Programming Tips, by Rachel Stevenson on February 2, 2021](#)

[Beyond books: Libraries cure pandemic boredom with virtual classes, crafts, and story time,](#) by Angela Haupt, January 28, 2021

Free Webinar Training:

[Reimagining and Repurposing Engagement during COVID-19,](#)

Technology Training and Support

[A list of 18 digital tools](#) for content creation, interactive learning, coding, virtual reality, graphic design, video, audio editing, and games culled by nine tech-forward librarians.

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Resources



To explore

Play Bingo online using an [online wheel spinner](#) and [bingo card creator](#)

[How to draw Kawaii](#)

Escape Rooms created by librarians:

[Hogwarts Digital Escape Room](#)

[Escape from Wonderland Digital Escape Room](#)

Online Graphic Novels/NASA:

[First Woman Graphic Novels and Interactive Experiences](#)

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Resources

Virtual Calming Rooms

[Shakopee Public School Virtual Calming Room](https://www.shakopee.k12.mn.us/Page/10087)
<https://www.shakopee.k12.mn.us/Page/10087>

[Google Arts and Culture](#)